

AMENDMENTS TO THE CLAIMS:

Please amend Claims 17, 19 and 20, as follows:

1. to 16. (Canceled).

17. (Currently Amended) A computer-implemented method of rendering an image comprising a plurality of overlapping graphic objects, the computer comprising a processor configured to implement the method and a computer readable storage medium to store the plurality of overlapping graphic objects, said method comprising the steps of:

generating a list of input edges in accordance with a plurality of boundaries of the plurality of overlapping graphic objects, wherein some of the input edges are overlapping;

producing a list of non-intersecting edges<sub>1</sub> from the list of input edges of the plurality of overlapping graphic objects, by reordering and redefining at least one intersecting edge of the plurality of overlapping input edges on a per-scan-line basis, wherein the list of non-intersecting edges defines (a) a plurality of boundaries of a plurality of non-overlapping graphic objects at the same priority level, said plurality of non-overlapping graphic objects being visually equivalent to the plurality of overlapping graphic objects, and (b) a color for each of the plurality of non-overlapping graphic objects;

converting the produced list of non-intersecting edges into an active edge list; and

rendering the active edge list into a plurality of sequential pixels,~~wherein~~

~~the list of non-intersecting edges defines (a) a plurality of boundaries of a plurality of non-overlapping graphic objects at the same priority level, said plurality of non-~~

~~overlapping graphic objects being visually equivalent to the plurality of overlapping graphic objects and (b) a color for each of the plurality of non-overlapping graphic objects; and~~  
~~at least one non-intersecting edge replaces a plurality of overlapping input edges,~~  
~~the non-intersecting edge being shared by more than one of the non-overlapping graphic objects.~~

18. (Canceled).

19. (Currently Amended) An apparatus for rendering an image comprising a plurality of overlapping graphic objects, said apparatus comprising:

generating means for generating a list of input edges in accordance with a plurality of boundaries of the plurality of overlapping graphic objects, wherein some of the input edges are overlapping;

producing means for producing a list of non-intersecting edges<sub>1</sub> from the list of input edges of the plurality of overlapping graphic objects, by reordering and redefining at least one intersecting edge of the plurality of overlapping input edges on a per-scan-line basis,  
wherein the list of non-intersecting edges defines (a) a plurality of boundaries of a plurality of non-overlapping graphic objects at the same priority level, said plurality of non-overlapping graphic objects being visually equivalent to the plurality of overlapping graphic objects, and (b) a color for each of the plurality of non-overlapping graphic objects;

converting means for converting the produced list of non-intersecting edges into an active edge list; and

rendering means for rendering the active edge list into a plurality of sequential pixels, ~~wherein~~

~~the list of non-intersecting edges defines (a) a plurality of boundaries of a plurality of non-overlapping graphic objects at the same priority level, said plurality of non-overlapping graphic objects being visually equivalent to the plurality of overlapping graphic objects and (b) a color for each of the plurality of non-overlapping graphic objects; and~~

~~at least one non-intersecting edge replaces a plurality of overlapping input edges, wherein the non-intersecting edge is shared by more than of the one non-overlapping graphic objects.~~

20. (Currently Amended) A non-transitory computer readable medium storing a computer program for directing a processor to execute a method for rendering an image comprising a plurality of overlapping graphic objects, said program comprising:

code for generating a list of input edges in accordance with a plurality of boundaries of the plurality of overlapping graphic objects, wherein some of the input edges are overlapping;

code for producing a list of non-intersecting edges from the list of input edges, from the list of input edges of the plurality of overlapping graphic objects, by reordering and redefining at least one intersecting edge of the plurality of overlapping input edges on a per-scan-line basis, wherein the list of non-intersecting edges defines (a) a plurality of boundaries of a plurality of non-overlapping graphic objects at the same priority level, said plurality of non-overlapping graphic objects being visually equivalent to the plurality of overlapping graphic objects, and (b) a color for each of the plurality of non-overlapping graphic objects; and

code for converting the produced list of non-intersecting edges into an active edge list; and

code for rendering the active edge list into a plurality of sequential pixels;~~wherein~~  
~~the list of non-intersecting edges defines (a) a plurality of boundaries of a~~  
~~plurality of non-overlapping graphic objects at the same priority level, said plurality of non-~~  
~~overlapping graphic objects being visually equivalent to the plurality of overlapping graphic~~  
~~objects and (b) a color for each of the plurality of non-overlapping graphic objects; and~~  
at least one non-intersecting edge replaces a plurality of overlapping input edges,  
~~wherein the non-intersecting edge is shared by more than one of the non-overlapping graphic~~  
~~objects.~~

21. (Cancelled)

22. (Cancelled)